SCALE FOR PROJECT RUSHES (/PROJECTS/RUSHES) / WORDLE (/PROJECTS/RUSHES-WORDLE)

You should evaluate 2 students in this team

★

Git repository

`git@vogsphere-v2.hive.fi:vogsphere/intra-uuid-a619ea52-8991-4`

Guidelines

In general, the usual evaluation rules apply during rushes:

- You should start by cloning the group's repository and evaluate only the work included in it.
- A project that does not compile or crashes means a final grade of 0. However, you are encouraged to continue the evaluation and discuss all the work.

The main difference that apply are the following, which come from the time limitation and emphasis on speed:

- Even if the project is written in C, it is not expected to follow the Norm.
- When testing the program for crashes, consider only "normal" valid inputs. The goal is to test the program's functionality, no stress test it to the limit.

Attachments

Subject (https://cdn.intra.42.fr/pdf/pdf/43961/rushes-wordle.en.pdf)

Preliminaries

Installation

Since the project can be written in any language, the first step is to install the prerequisites. Follow the instructions given by the group. They should explain how to install the required tools on the school iMacs. You can be somewhat lenient if the instructions are not 100% sufficient, but the group managed to guide you to a successful install anyway.

Rate it from 0 (failed) through 5 (excellent)

5

Assistant program

Word list

The program should display the list of all words that are still valid, considering the information given so far by the game. In particular, it should start by showing all 5 letter words from the English language. Where did the group take their list of words from?

Rate it from 0 (failed) through 5 (excellent)

5

Constraints

Then, as the game gives more constraints (letters that cannot be in the word, and letters that are, either at a given place or an unknown place), the list should become shorter and only display the words that match these constraints.

Yes No

Multiple occurrences

Does the assistant program correctly handle words with letters that appear multiple times?

Yes No

End game

When Wordle shows 5 green letters, meaning that the guess is correct, does the assistant program behave as expected (display that single word)?

Yes No

User interface

How convenient is the user interface? In particular, think of how to input the clues and the guesses. How does the program handle long lists?

Rate it from 0 (failed) through 5 (excellent)

Player program

Functionality

Does the program function as expected? It should take as input all the clues given so far by Wordle, and output a word to use as guess. Note that it does not have to be a guess that matches all the current constraints (for instance, it is allowed to guess "MUMMY", even though we already know that there is no M in the word to guess).

Rate it from 0 (failed) through 5 (excellent)

Strategy and optimality

Discuss the strategy employed by the player program. Can the group justify their choices? Can they explain how they measure success, and if they think their program plays optimally according to that definition?

There aren't necessarily good and bad answers here. You should evaluate whether the group analysed the problem, came up with solutions, and possibly iterated on these solutions to improve their program.

Rate it from 0 (failed) through 5 (excellent)

Bonuses

Original game

Did the group implement the original game, whether as a standalone, or part of a library?

Yes No

Automation

Can the group's programs be tested and/or measured automatically? For instance, do they use standard input/output (which would allow them to be run from scripts), or are their functionality implemented as libraries (which means they could be used from testing programs)?

☑ Yes ☒ No

Cheating!

Has the group investigated what it would mean to cheat at Wordle? A good cheater can win at the official Wordle game in 1 try, every time.

☑ Yes ☒ No

Ratings

Don't forget to check the flag corresponding to the defense

✔ Ok ★ Outstanding project

Empty work Incomplete work Cheat Crash Incomplete group

Conclusion

Leave a comment on this evaluation

Finish evaluation